Victory Games, Inc.
SPRING 1986
Military Simulation & Strategy Games Catalog

The Three Latest Additions to the Most Progressive Wargame Line . . .

VICTORY GAMES, INC.
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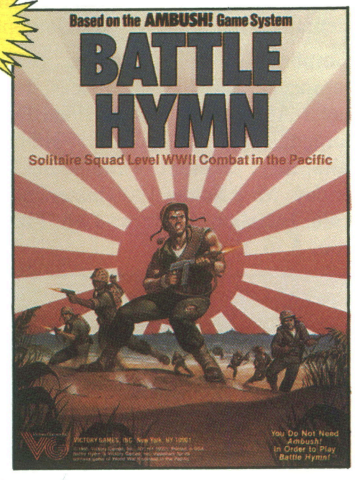
Available through your Distributor.

NEW!

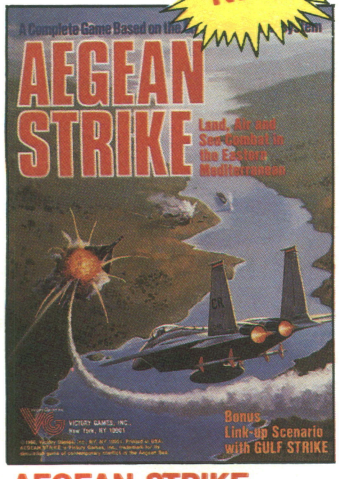

Based on the AMBUSH! Game System
BATTLE HYMN
Solitaire Squad Level WWII Combat in the Pacific
You Do Not Need Ambush! in Order to Play Battle Hymn!

BATTLE HYMN
A Complete, Self-Contained Solitaire Game
$30.00. Packed 6. #30015

Based on the award-winning *Ambush!* programmed paragraph system, *Battle Hymn* takes you on a solitaire adventure into the thick of World War II Pacific theater combat. *Ownership of Ambush! not required.*

Components: Rules Booklet, Paragraph Booklet, 218 Playing Pieces, one 16×22″ Mapsheet, one 7½″×22″ Mapsheet, one 8½×22″ Mapsheet, 90 Character/Vehicle Cards, 17 Mission Cartridges, one Cartridge View Sleeve, one Squad Record Sheet Pad, one Player Aid Card, two Decimal Dice, Counter Storage Tray. **Complexity:** Medium. **Solitaire Suitability:** Very High. **Time Scale:** Simultaneous, relative time. **Map Scale:** Ten yards per hex. **Unit Scale:** Individual soldiers and vehicles. **Players:** One (although play with 2 or more is an exciting variation). **Playing Time:** From 3 to 4 hours per Mission.

NEW!



AEGEAN STRIKE
Air, Land and Sea Combat in the Aegean Sea
$20.00. Packed 6. #30016

Based on the acclaimed integrated system pioneered in *Gulf Strike*, this intense simulation treats with extraordinary detail the tumultuous military and political arena of the Aegean Sea.

Components: Rules Booklet, one 22″×32″ Mapsheet, 520 Playing Pieces, one Decimal Die, Counter Storage Tray. **Complexity:** Very High. **Solitaire Suitability:** Medium. **Time Scale:** Two days per turn. **Map Scale:** Twenty-eight kilometers per operational hex, and 280 kilometers per strategic hex. **Players:** Two (also highly recommended for team play). **Playing Time:** From 2 hours to 30 hours.

This innovative game system, simulating triphibious operations as no other system has done before, can be played in 4 different scenarios. As an additional bonus, rules are included to link *Aegean Strike* with its predecessor, *Gulf Strike*, to play a massive, dramatic scenario.

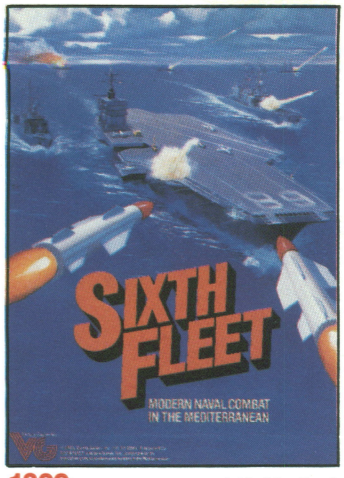
NEW!

THE KOREAN WAR
From Initial Invasion through Chinese Intervention
$24.00. Packed 6. #30017

Was the Korean War the first war ever lost by the United States? Or was the struggle the first US triumph over Communism? History's verdict has not yet been reached, but you can decide for yourself with this comprehensive operational level game.

Components: Rules Booklet, two 22″×32″ Mapsheets, 520 Playing Pieces, one 8″×11″ Player Aid Card, one 10-Sided Die, Counter Storage Tray. **Complexity:** Medium. **Solitaire Suitability:** High. **Time Scale:** One month per turn. **Map Scale:** 7.5 miles per hex. **Unit Scale:** Division, regiment, brigade. **Players:** Two. **Playing Time:** From 1 to 15 hours, depending on the scenario.

The definitive simulation of the Korean War includes five introductory scenarios, each playable on a single mapsheet, and an Advanced Game scenario entailing both map sheets, spanning all of war-torn Korea.



SIXTH FLEET

$30.00. Packed 6. #30012

Sixth Fleet is a simulation of near-future combat for control of the Mediterranean. As commander of the US or Soviet fleet and its allies, you must use your task forces to cripple your enemy's surface and sub-surface forces, carefully allotting your limited air assets and elite units to capture vital objectives. Play *Sixth Fleet* time and again, taking advantage of all 14 graduated scenarios!

Components: Rules Booklet, two 22″×32″ Mapsheets, 644 Playing Pieces, two Logistic Roster Pads, three different Player Aid Cards, one six-sided Die, Counter Storage Tray. **Complexity:** Medium. **Solitaire Suitability:** High. **Time Scale:** Eight hours per turn. **Map Scale:** Fifty nautical miles per hex. **Players:** Two (also recommended for team play). **Playing Time:** From one hour for a short scenario to 20 hours for a long scenario.

GULF STRIKE

$30.00. Packed 6. #30000

Simulating land, air and sea combat in the Persian Gulf, this game pioneered the fluid, sophisticated system used again in a new release, *Aegean Strike*.

Components: Rules Booklet, three 22″×32″ Mapsheets, 910 Playing Pieces, one Decimal Die, Counter Storage Tray. **Complexity:** Very High. **Solitaire Suitability:** Medium. **Time Scale:** Two days per turn. **Map Scale:** Twenty-eight kilometers per operational hex, and 280 kilometers per strategic hex. **Playing Time:** From 2 hours for a short scenario to 45 hours.

1809

$18.00. Packed 6. #30006

A lucid treatment of Napoleon's Danube Campaign, stressing maneuver, command, and supply throughout the long incursion into Austria. The game spans the entire historical action, from the opening stages preceding the action around Ratisbon, through the climactic battles of Aspern-Essling and Wagram.

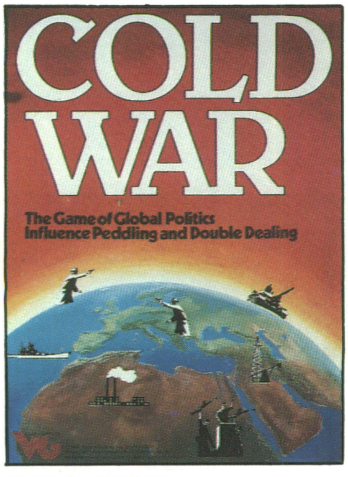
Components: Rules Booklet, two 22″×32″ Mapsheets, one 22″×16″ Mapsheet, two Organizational Displays, 260 Playing Pieces, one six-sided Die, Counter Storage Tray. **Complexity:** Medium. **Solitaire Suitability:** High. **Time Scale:** Two days per turn. **Map Scale:** Three miles per hex. **Unit Scale:** Division, brigade. **Players:** Two. **Playing Time:** 3 to 20 hours.

HELL'S HIGHWAY

$20.00. Packed 6. #30002

Drop into German-occupied Holland with the dauntless troops of the US 82nd and 101st Airborne, and the Red Devils of the British 1st, and hang on for dear life as 30 Corps presses on to relieve you in this operational simulation of the celebrated Operation Market-Garden.

Components: Rules Booklet, two 20″×28″ Mapsheets, 520 Playing Pieces, two identical Player Aid Cards, one six-sided Die, Counter Storage Tray. **Complexity:** High. **Solitaire Suitability:** Medium. **Time Scale:** Three turns per day. **Map Scale:** 1300 meters per hex. **Unit Scale:** Battalion. **Players:** Two. **Playing Time:** From 5 to 25 hours.

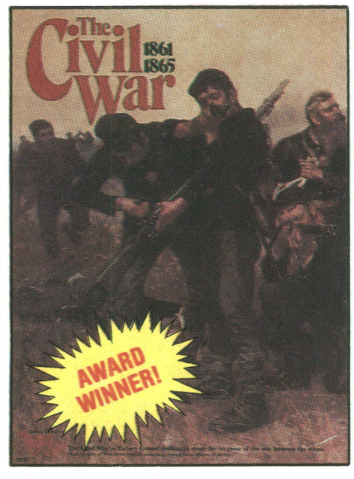


COLD WAR

$18.00. Packed 6. #30009

A game for four players, where nice guys are very likely to finish a distant last! Use agents and diplomats to establish alliances, undertake economic development, instigate insurgencies and coups, pour resources into sudden power vacuums, and seize every opportunity to benefit by someone else's loss. *Cold War* is designed to be easy to learn, fun to play, and hard to win.

Components: Rules Booklet, one 22″×32″ Mapsheet, 130 Playing Pieces, one Deck of 50 Event Cards, one Deck of 72 Action Cards, four identical Summary Sheets, Counter Storage Tray. **Complexity:** Low. **Solitaire Suitability:** Low. **Players:** Four. **Playing Time:** Three hours.

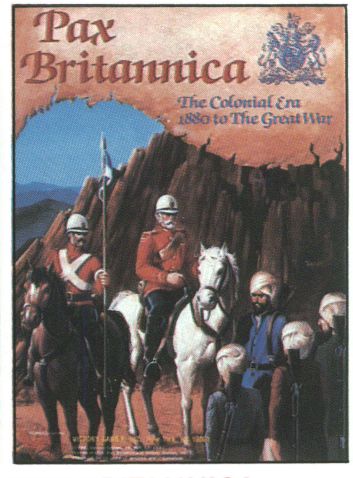


CIVIL WAR

$20.00. Packed 6. #30003

"Far and away, the best game of its kind . . . Great. Grab it." Richard Berg, *S&T* 93. This is the entire Civil War in a sophisticated, action-packed simulaton that relies heavily on the abilities of historical leaders. Winner of the 1983 Charles Roberts Award for best Pre-20th Century Wargame.

Components: Rules Booklet, two 22″×32″ Mapsheets, 520 Playing Pieces, two identical Player Aid Cards, four six-sided Die, Counter Storage Tray. **Complexity:** High. **Solitaire Suitability:** High. **Time Scale:** Five turns per year. **Map Scale:** Twenty-five miles per hex. **Playing Time:** From 2 hours for a short scenario to 20 hours for a long scenario.



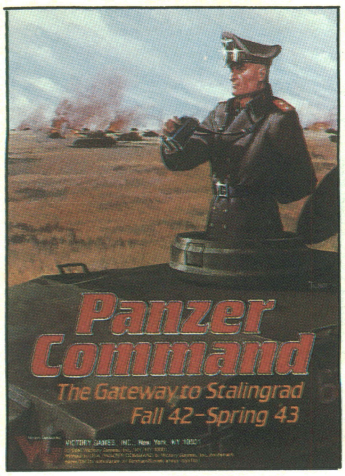
PAX BRITANNICA

$24.00. Packed 6. #30011

One of the most challenging and innovative multi-player strategic games to come along in years, *Pax Britannica* pits four to seven players against one another in a tense military, political, and economic contest of national wills during the Colonial Era, from 1880 until the outbreak of the Great War.

Components: Rules Booklet, two 22″×32″ Mapsheets, 666 Playing Pieces, Administrative Record Sheet Pad, eight National Player Sheets, two six-sided Dice, Counter Storage Tray. **Complexity:** Medium. **Solitaire Suitability:** Low. **Time Scale:** Four years per turn. **Players:** Four to seven. **Playing Time:** Anywhere from 8 to 15 hours.

Simulations and strategy games from all the world over . . . the sun never sets on the Victory Games, Inc. line.

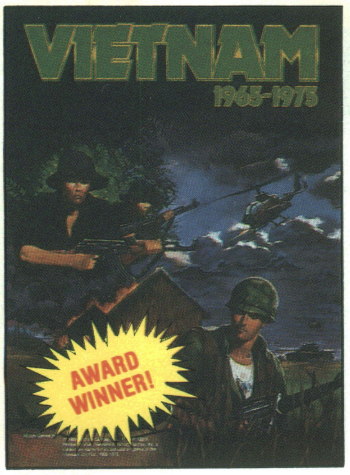


PANZER COMMAND

$20.00. Packed 6. #30008

Dozens of unit types, special rules for limited intelligence, a complete scenario generation system, and special rules for solitaire play all contribute to making this game one of the most exciting tactical East Front armor games ever devised.

Components: Rules Booklet, one 22″×32″ Mapsheet, 280 Playing Pieces, two Decimal Die, Counter Storage Tray. **Complexity:** Medium. **Solitaire Suitability:** High. **Time Scale:** Two hours per turn. **Map Scale:** 500 meters per hex. **Unit Scale:** Company. **Players:** Two. **Playing Time:** From 3 hours for a short scenario to 4 hours for a more involved scenario.



VIETNAM

$20.00. Packed 6. #30005

The definitive simulation treatment of the Vietnam conflict from 1965 on, in a multi-scenario format that emphasizes operations and political control throughout the provinces.

Components: Rules Booklet, two 22″×32″ Mapsheets, 780 Playing Pieces, one six-sided Die, Counter Storage Tray. **Complexity:** Very High. **Solitaire Suitability:** Medium. **Time Scale:** Two turns per season. **Map Scale:** Six miles per hex. **Unit Scale:** Division, regiment, battalion. **Players:** Two (also recommended for team play). **Playing Time:** From 6 hours for a short scenario to 100 or more hours for an entire campaign.

NATO

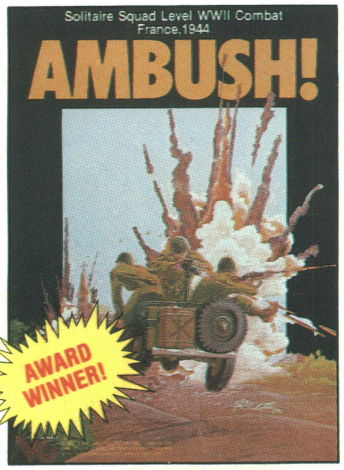
$15.00. Packed 6. #30004

The next war in Europe, in a quick-playing operational approach that includes several scenarios, reflecting various states of NATO awareness and Warsaw Pact achievement of surprise.

Components: Rules Booklet, one 22″×32″ Mapsheet, 390 Playing Pieces, two different Display Cards, one six-sided Die, Counter Storage Tray. **Complexity:** Medium. **Solitaire Suitability:** High. **Time Scale:** Two days per turn. **Map Scale:** Fifteen miles per hex. **Unit Scale:** Division, regiment, brigade. **Players:** Two (recommended for team play). **Playing Time:** From 3 hours to 6 hours, depending on scenario size.

Victory Games Inc.

Games with guts for players with guts! If you think playing Ambush! and all its modules was a tough tour, just try taking your squad to the Pacific with Battle Hymn. And if you haven't played Ambush!—just what's your problem, soldier!

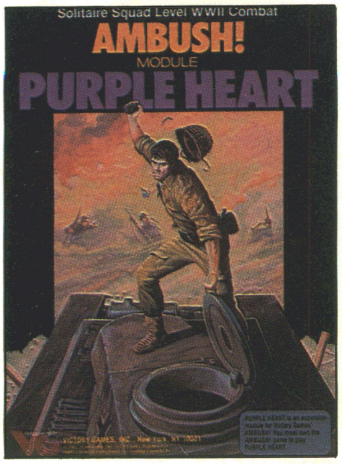


AMBUSH!

$24.00. Packed 6. #30001

The original game that put the guts into solitaire gaming—the 1983 Charles Roberts Award Winner for best 20th Century Game. Build your squad, assign your weapons, and set out on a hair-raising mission through World War II France. But be careful: this game will react to your every move in the most unexpected—and deadly—ways!

Components: Rules Booklet, Paragraph Booklet, two 16″×22″ Mapsheets, 218 Playing Pieces, 82 Character/Vehicle Cards, 19 Mission Cartridges, one Cartridge View Sleeve, one Squad Record Sheet Pad, one Player Aid Card, Two Decimal Dice, Counter Storage Tray. **Complexity:** Medium. **Solitaire Suitability:** Very High. **Time Scale:** Simultaneous, relative time. **Map Scale:** Ten yards per hex. **Unit Scale:** Individual soldiers and vehicles. **Players:** One. **Playing Time:** From 3 to 4 hours.



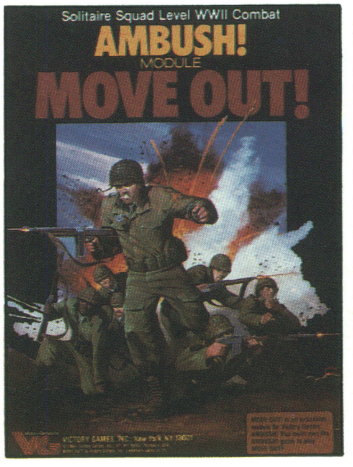
PURPLE HEART

$22.00. Packed 6. #30010

This exciting *Ambush!* follow-on module adds new maps and new playing pieces to the original game components, and gives you six brand new missions.

Components: One Paragraph/Mission Booklet, 108 Playing Pieces, one 16″×22″ Mapsheet, two 8″×22″ Mapsheets, 60 Character Cards, 13 Mission Cartridges.

Note that you must already own *Ambush!* to play *Purple Heart.*



MOVE OUT!

$12.00. Packed 6. #30007

The first *Ambush!* follow-on module, *Move Out!* includes four all new missions, each of which can be played using the playing pieces and mapsheets in *Ambush!*

Components: One Paragraph/Mission Booklet, 60 Character Cards, 11 Mission Cartridges.

Note that you must already own *Ambush!* to play *Move Out!*

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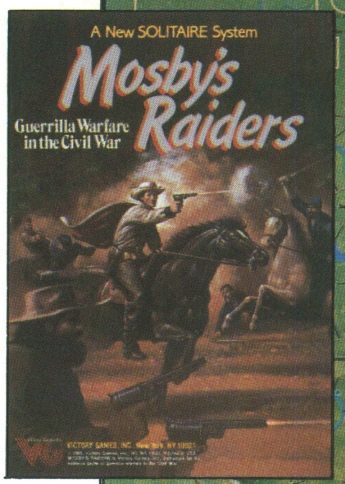
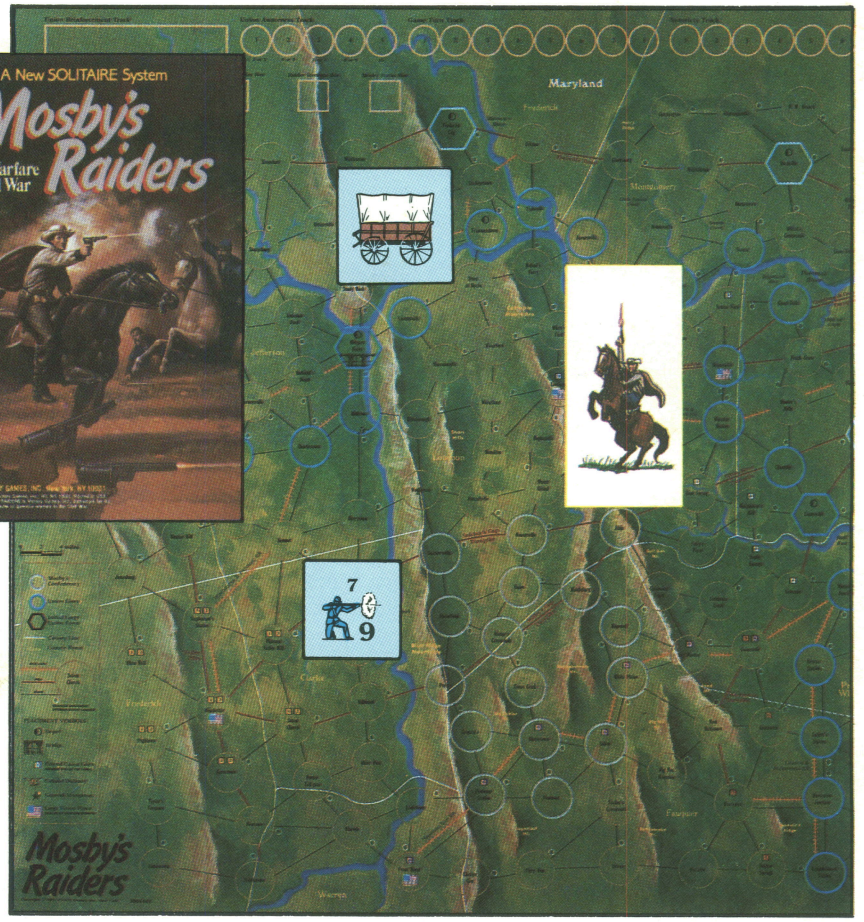
Mosby's Raiders

Guerrilla Warfare in the Civil War

$18.00. **Packed 6.** **#30014**

The first solitaire game on the Civil war, *Mosby's Raiders* takes you along on the daring raids of John Mosby and his band of Southern partisans against the Union Army in Northern Virginia. Easy to learn and eminently re-playable, the game features historical notes, random events, and optional rules.



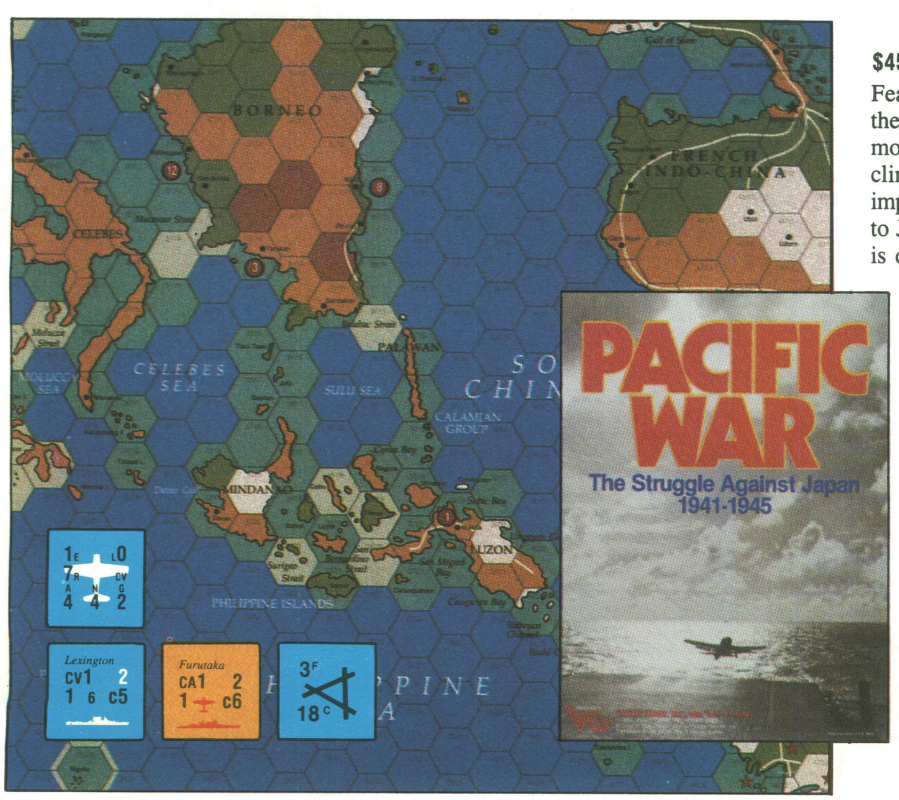


Components: Rules Booklet, one 22″×32″ Mapsheet, 193 Playing Pieces, 60 Random Event Cards, 60 Action Cards, one Plastic Stand, one six-sided Die, Counter Storage Tray. **Complexity:** Medium. **Solitaire Suitability:** Very High. **Time Scale:** Variable (a few days per turn). **Map Scale:** Four miles per inch. **Unit Scale:** Twenty-five men per Strength Point. **Players:** One. **Playing Time:** Two hours.

Your mission is to infiltrate Union lines to disrupt the Union war effort by demolishing vital rail lines and bridges, attacking Union depots, and ambushing Union forces sent out to trap you. Your success is measured by the rise in Mosby's notoriety — but fame will attract a greater Union response!

PACIFIC WAR

The Struggle Against Japan: 1941-1945



$45.00. **Packed 4.** **#30013**

Featuring 21 Scenarios, *Pacific War* is the complete game on the World War II Pacific theater, covering the entire war in monthly turns, from the attack on Pearl Harbor through the climactic summer of 1945. Every aspect of strategic importance—from task force disposition to amphibious assault to Japanese merchant shipping to US codebreaking efforts—is detailed in a coherent, quickly mastered design.

Components: Rules Booklet, Scenarios Booklet, two 22″×32″ Mapsheets, 2340 Playing Pieces, two 11″×32″ Displays, one 8″×32″ Display, eight 8″×11″ Displays, two 8″×32″ Screens, one Record Sheet Pad, one Decimal Die, Counter Storage Tray. **Complexity:** Medium to Very High (depending on the level of the scenario played). **Solitaire Suitability:** High. **Time Scale:** Monthly turns, ''daily'' movment. **Map Scale:** 100 miles per hex. **Unit Scale:** Individual capital ships, air groups, land divisions and battalions. **Players:** Solitaire introductory scenarios; 2 or more players in larger scenarios. **Playing Time:** Scenarios vary from 1 to 100 hours.

With the use of a ground-breaking approach to learning rules, players will easily learn to apply the many tactical options available in the game, using such nuances as pilot training, lighting conditions, and destroyer screen deployments.